SOCCER

FOR ATARI 400/800* with minimum of 16K RAM

gamma SOFTWARE

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SOCCER

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1. Introduction

Gamma Software's **SOCCER** is a high-speed, video action sports game. It is for two, three or four game players, who use joysticks to control the action. **SOCCER** comes on cassette or diskette. This instruction booklet covers both versions of the game.

SOCCER features two four-man teams on the video screen. **SOCCER** players on offense can advance the ball as they run (dribble); they can kick (pass) to their teammates; and they can kick for goals. **SOCCER** players on defense can steal the ball from the offense. **SOCCER** goalkeepers can block kicks on goal. **SOCCER** players (other than goalkeepers) can head the ball.

SOCCER includes *smart* players who perform automatically.

Above the **SOCCER** playing field is a scoreboard which contains a real-time clock.

In case of a tie after regulation time, **SOCCER** goes into sudden-death overtime.

2. Computer Equipment Required

(a) Atari 400* or Atari 800* Computer ("Computer");

(b) Atari 410* Program Recorder ("Program Recorder") for cassette version of **SOCCER**, or Atari 810* Disk Drive ("Disk Drive") for diskette version of **SOCCER**;

(c) Two, three or four Atari® CX-40 Joystick Controllers ("Joysticks"); and

(d) A minimum of 16K RAM.

3. Terminology

Game player refers to the human player who plays this game. **SOCCER** is for two, three or four game players.

Soccer player refers to the image, or representation, of a soccer player on the video screen. In **SOCCER** there are two *teams:* left (red) team and right (blue) team. Each team has four soccer players: a *goalkeeper* and three other soccer players referred to collectively as *three players.*

The **SOCCER** *playing field* is the rectangular area on which the game is played. The playing field contains two *goals*.

The playing field is bounded on the left and right sides by *goal lines* (endlines), which extend vertically from the goals. The playing field is bounded on the top and bottom by *touchlines* (sidelines) – the white area. The goal lines and touchlines are referred to as *boundary lines*. During play, soccer players remain within the boundary lines. A free ball can cross boundary lines and go *out of play.*

In front of each goal is a rectangular area called the *goal area*. During play, the goalkeeper remains within this area.

START, OPTION: Computer console buttons.

RETURN: Computer console key.

STOP (STOP/EJECT), REWIND, PLAY: Program Recorder buttons.

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4. Game Player / Joystick Assignments

Each game player uses a joystick as a controller. Assignments of game players to joystick ports are as listed below.

(a) Two Game Players

In the case of two game players, each player controls a *team.* Assignments:

Game player controlling	*Port*
left, red team	1
right, blue team	2

(b) Three Game Players

In the case of three game players, two game players team up against the third. One game player of the team controls the *goalkeeper;* the other controls the *three players*. The third game player controls a full *team*. Assignments:

Game player controlling	*Port*
left, red team's goalkeeper	1
left, red team's three players	2
right, blue team	3

(c) Four Game Players

In the case of four game players, each pair of players controls a team. One game player of the pair controls the *goalkeeper*; the other controls the *three players*. Assignments:

Game player controlling	*Port*
left, red team's goalkeeper	1
left, red team's three players	2
right, blue team's three players	3
right, blue team's goalkeeper	4

5. Duration of Game

Regulation time in **SOCCER** is nominally five minutes. Optionally, regulation time can be set to three minutes or eight minutes. See Sections 8 and 9 on Game Options and Game Initiation.

In case of a tie at the end of regulation time, there occurs an additional three-minute period of sudden-death overtime. First goal wins. If neither team scores in overtime, game ends in tie.

6. Scoring and Scoreboard

Team scores one point by putting ball in opposing team's goal. Score of game appears on scoreboard above the playing field.

The scoreboard contains a clock showing the time remaining in regulation time (or sudden-death). The clock stops from time-of-goal until subsequent kickoff. Otherwise, clock runs continuously.

7. Loading Instructions

For cassette version of **SOCCER**, use loading instructions in (a) below. For diskette version, use (b).

(a) Cassette

(1) Turn OFF all power on all hardware equipment. EMPTY cartridge slot(s). Plug in Program Recorder. Plug in two, three or four joysticks, according to the number of game players.

(2) Press STOP (STOP/EJECT) to open cassette door. Insert cassette. Close door. REWIND cassette fully. Press STOP. Press PLAY.

(3) Turn video set ON. Turn sound volume UP. (Adjust volume later.)

(4) While holding down START, turn computer power ON. (Computer responds with "beep".) Press RETURN.

Loading Action: Following procedure above, tape will load in approximately 3 minutes, 30 seconds. Upon successful load, header screen appears that reads:

SOCCER

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Note: Following loading, computer no longer needs cassette; you may remove cassette in usual manner at this time.

(b) Diskette

(1) Turn OFF all power on all hardware equipment. EMPTY cartridge slot(s). Plug in Disk Drive. Plug in two, three or four joysticks, according to the number of game players.

(2) Turn Disk Drive ON. Wait for BUSY light to go OFF. Open Disk Drive door. Insert diskette. Close door.

(3) Turn video set ON. Turn sound volume UP. (Adjust volume later.)

(4) Turn computer power ON.

Loading Action: Following procedure above, diskette will load in approximately 11 seconds. Upon successful load, header screen appears that reads:

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Note: Following loading, computer no longer needs diskette; you may remove diskette in usual manner at this time. *Caution: Wait for BUSY light to go OFF before removing diskette.*

8. Game Options

SOCCER offers 9 game options:

Game Option	*Number of Game Players*	*Regulation Time (minutes)*
1	2	3
2	3	3
3	4	3
4	2	5
5	3	5
6	4	5
7	2	8
8	3	8
9	4	8

Game Option 4 is the nominal standard and is in effect after the program loads.

Section 9 discusses how to invoke game options.

9. Game Initiation

When header screen appears, if you wish to initiate game with game option currently in effect, press START.

If you wish option other than that in effect, press OPTION repeatedly to cycle through game options. When desired option appears on video screen, press START. Selected game option will continue in effect for subsequent games until OPTION is employed again.

10. Kickoff

At start of each game and at start of overtime, computer selects at random the team that kicks off.

Following a goal, the team scored upon kicks off.

Kickoff action is as follows: Soccer players on both teams move to their kickoff positions; player in center of field gets ball; whistle signifies kickoff is to occur; and player kicks automatically.

11. Control of Goalkeeper

Goalkeeper's movement is constrained to goal area.

Goalkeeper's joystick position controls goalkeeper's direction. You can move goalkeeper in any of eight directions or have him stand (joystick centered).

Goalkeeper stops ball by placing body in path of ball.

After goalkeeper stops ball, goalkeeper kicks ball into play as described in Section 14.

Under certain conditions described in Section 13, goalkeeper performs *goal kick,* with action as described in Section 14.

12. Control of Three Players

(a) Ball Free: Neither Team in Possession

When ball is free, joystick controls all three players simultaneously.

Joystick position controls three players' direction. You can move players in any of eight directions or have them stand.

Soccer player stops ball and gains possession of ball by contacting ball with foot.

When ball moves in *horizontal* direction on video screen, player can *head* ball. Player does so by contacting ball with head. If player's joystick button is *not* pressed at time of heading, ball drops to his foot. If button *is* pressed, player heads ball in direction corresponding to position of player's joystick. If button is pressed and joystick is centered, ball drops to player's foot.

(b) Team on Offense: Ball in Team's Possession

Joystick controls soccer player with ball. Other two soccer players on offense (except goalkeeper) are *smart* players who play automatically.

Joystick position controls direction of player in possession of ball. You can move such player in any of eight directions or have him stand.

To kick the ball (pass or goal attempt): Press joystick button, immediately thereafter *move joystick in direction of intended kick*, and immediately thereafter *release joystick button.* You can kick in eight directions.

Power kick: If player possessing ball is deep in opposing team's territory (approximately the deepest third of the playing field), a kick directed towards opponents' goal or goal line will have extra power and will move at higher speed.

(c) Team on Defense: Ball in Opposing Team's Possession

Joystick controls the "flashing" soccer player. This soccer player is the individual opponent of the soccer player with the ball. He is known as the *flashing defender.* Other two soccer players on defense (except goalkeeper) are *smart* players who automatically play their men.

Joystick position controls flashing defender's direction. You can move flashing defender in eight directions or have him stand.

You will note that when one soccer player on offense passes to another, another defensive player becomes the flashing defender.

Defensive player – flashing defender or smart player – can gain possession of ball by contacting ball with foot.

13. Ball Out of Play

If team kicks or heads ball beyond opposing team's goal line, then the following actions occur: (a) whistle signifies ball is out of play; (b) opposing goalkeeper gets ball in center of goal area; (c) players near touchlines move

away from touchlines; (d) whistle signifies that play resumes; and (e) goalkeeper kicks ball into play via *goal kick*, as described in Section 14.

If team kicks or heads ball across touchline or behind own goal line, then the following actions occur: (a) whistle signifies ball is out of play; (b) player on opposing team gets ball at touchline; (c) players near touchlines move away from touchlines; (d) whistle signifies that play resumes; and (e) player kicks in from touchline as described in Section 15.

14. Kick by Goalkeeper

After goalkeeper gains possession of ball in goal area, all soccer players are movable by joystick.

To kick in: Press goalkeeper's joystick button.

Time restriction: You have roughly four to six seconds (the time varies) to kick in. At expiration of time, goalkeeper kicks in automatically to prevent stalled game.

Goalkeeper's kick-in is always in horizontal direction on video screen. (Goalkeeper's joystick position has no effect.)

15. Kick-in from Touchline

Under certain conditions described in Section 13, player gains possession of ball at touchline. The following then applies:

All soccer players except player at touchline are movable by joystick.

To kick in: Perform kick in usual manner, as described in Section 12(b). You can kick in any of eight directions.

Time restriction: You have roughly four to six seconds (the time varies) to kick in. At expiration of time, player kicks in automatically (in vertical direction) to prevent stalled game.

16. Game Termination

Upon the conclusion of a game, the header screen reappears. At this time you can initiate a new game according to the instructions in Section 9.

You may abort a game in progress. To abort, press START. This will cause header screen to reappear, and you can initiate a new game. Note: In some cases, after pressing START, there will be a delay before game terminates.

17. Playing Tips

(a) If player under joystick control does not run in intended direction, or if kicked ball does not move in intended direction, check that joystick is level (horizontal) and properly oriented.

(b) On defense, if you have difficulty identifying flashing defender, place joystick momentarily in center position.

(c) If defense brings flashing defender in front of goal, good strategy for offense is passing attack that forces rotation of flashing defender.

(d) If your goalkeeper has difficulty kicking ball past opposition, bring back your other players and get them into the action.

(e) Techniques for effective scoring: (1) When deep in opposing team's territory, try passing attack. (2) Try diagonal (slant) power kicks directed towards corners of goal.

Limited 90 Day Warranty: The program storage medium, cassette or diskette as applicable (not including the computer program), is warranted to be free from defects in manufacturing for a period of 90 days from the date of purchase. Return defective cassette or diskette, together with proof of date of purchase, within 90 day warranty period for free replacement. This warranty shall not apply if cassette or diskette has been misused or shows signs of excessive wear.

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SOCCER is a challenging, high-speed video action game of skill. It is for 2, 3 or 4 players, who use joysticks to control the action. The game is available on cassette or diskette, and requires a minimum of 16K RAM.

SOCCER is played on a field that contains goals, goal areas, goal lines and touchlines. Above the field is a scoreboard that contains a real-time clock.

SOCCER features two four-man teams on the video screen. Animated players not only kick the ball; they also *head* the ball. Offensive players advance the ball, pass to teammates and kick for goals. Defensive players steal the ball and intercept passes. Goalkeepers defend the goals.

SOCCER includes "smart" players who act on their own and play automatically.

SOCCER provides for kickoffs, goal kicks and out-of-bounds plays. In case of a tie after regulation time, the game offers a dramatic period of sudden-death overtime.

SOCCER is programmed entirely in assembly language. Its principal display is 7-color, hi-res. Sound effects include music and crowd noise.

This publication is for use with Cassette AT103 and Diskette AT203.

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